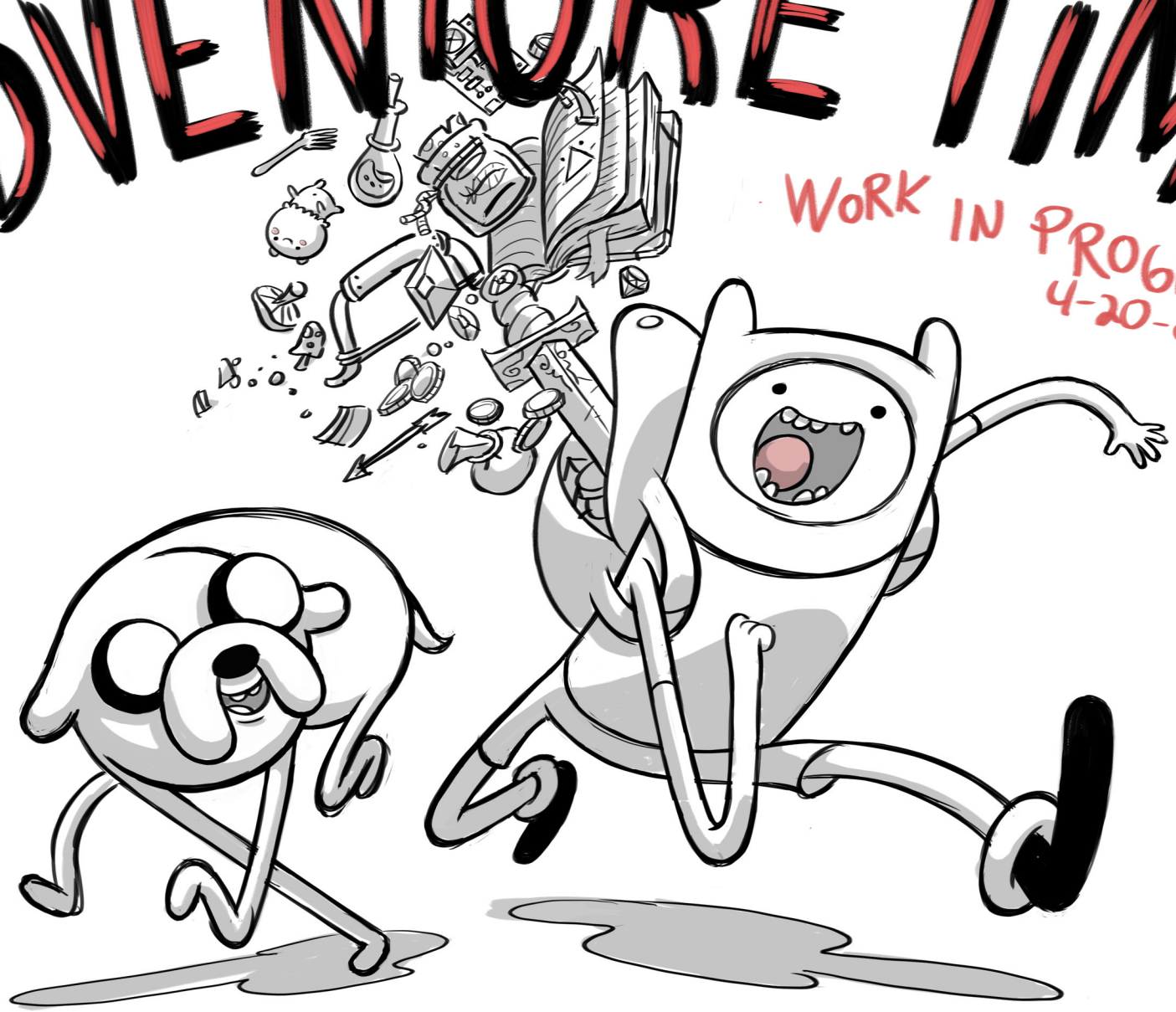
HOW TO DRAW ADVENTURE TIME!

WORK IN PROGRESS
4-20-09

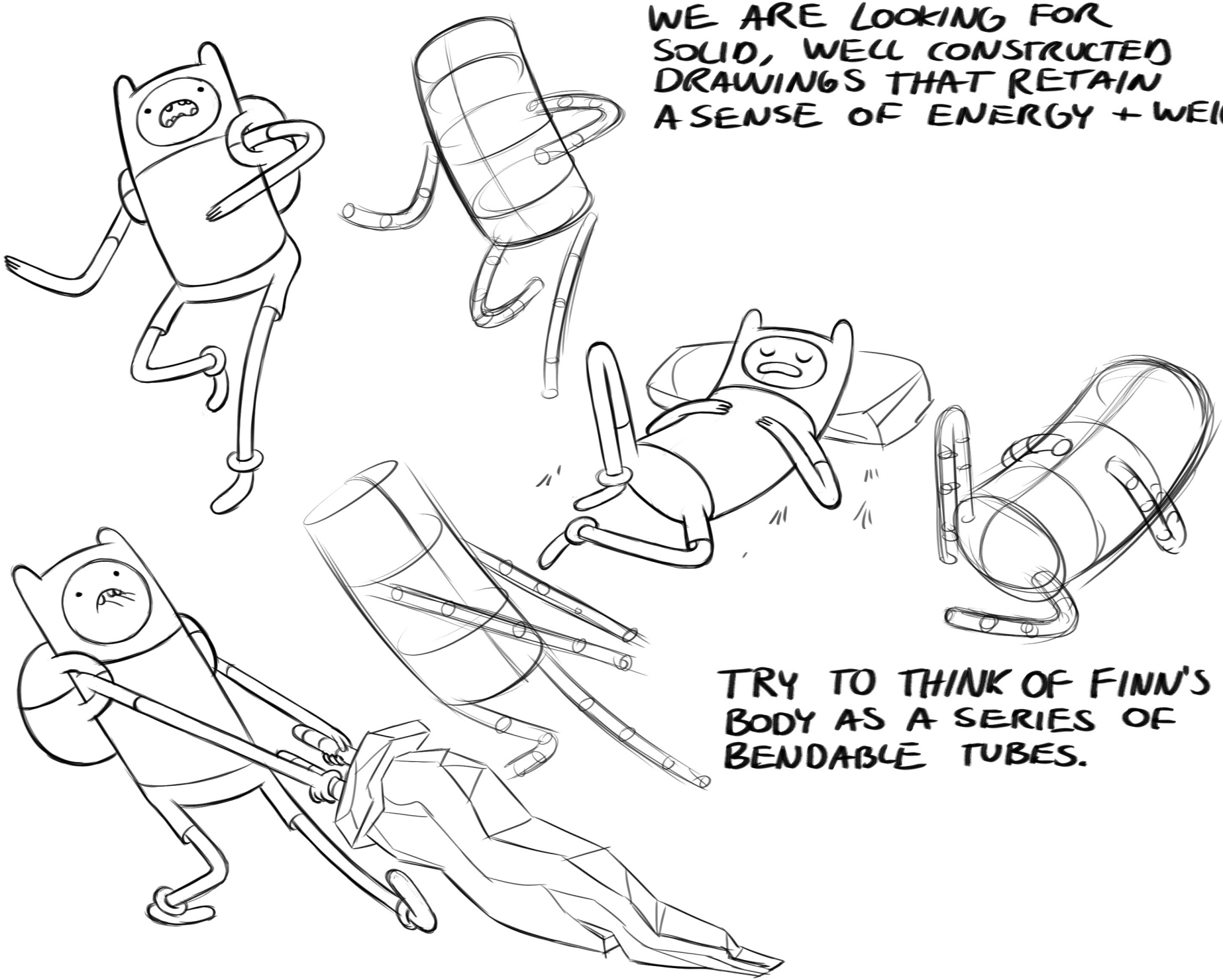


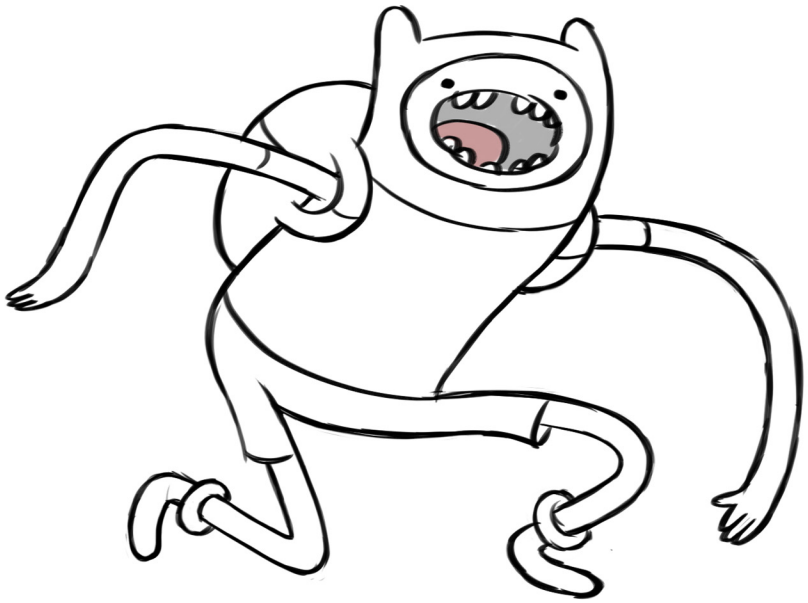
ADVENTURE TIME CHARACTER STYLE NOTES

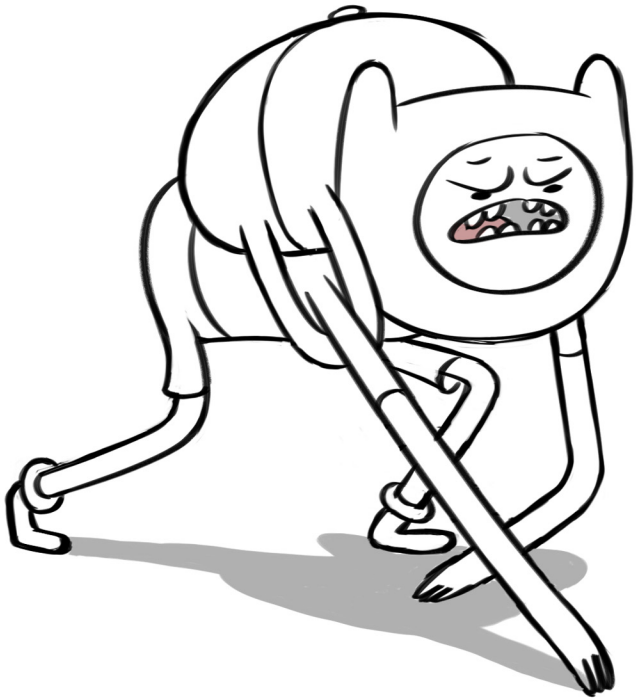
ON THE FOLLOWING PAGES YOU WILL SEE SOME GENERAL RULES AND GUIDES THAT WILL HOPEFULLY HELP YOU DRAW THE CHARACTERS IN ADVENTURE TIME.

BUT ALSO KNOW THAT ALL OF THESE "RULES" ARE INTENDED AS A PLACE TO START, NOT AS THE ONE AND ONLY WAY TO DRAW FOR THIS SHOW. WE WANT YOU TO HAVE FUN.

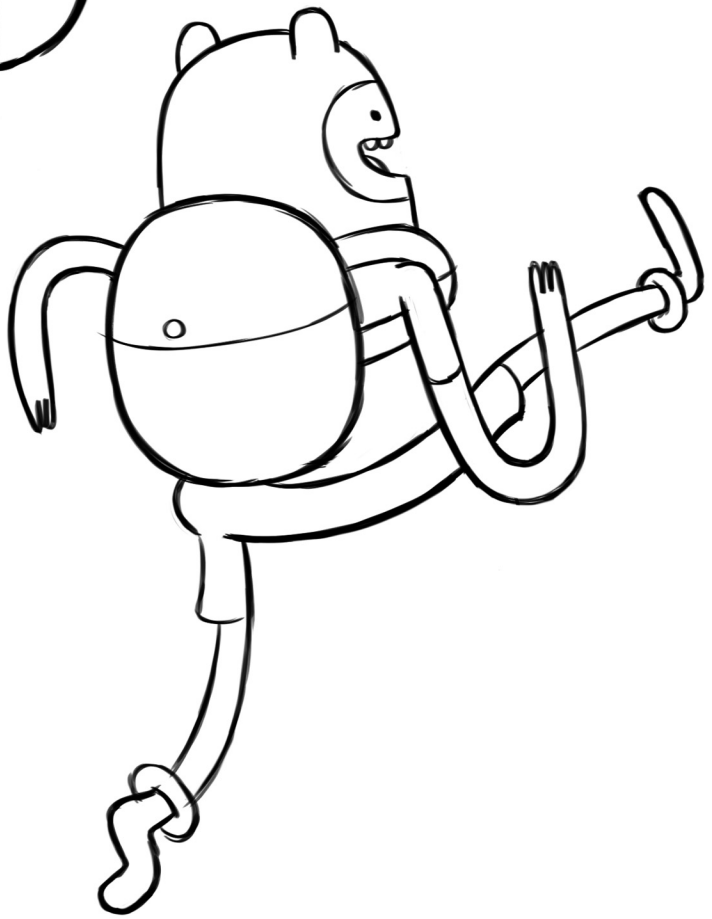
WE'RE NOT LOOKING FOR "ON MODEL" DRAWINGS. WE'RE LOOKING FOR "IN CHARACTER" DRAWINGS.


WE ARE LOOKING FOR SOLID, WELL CONSTRUCTED DRAWINGS THAT RETAIN A SENSE OF ENERGY + WEIGHT.
TRY TO THINK OF FINN'S BODY AS A SERIES OF BENDABLE TUBES.





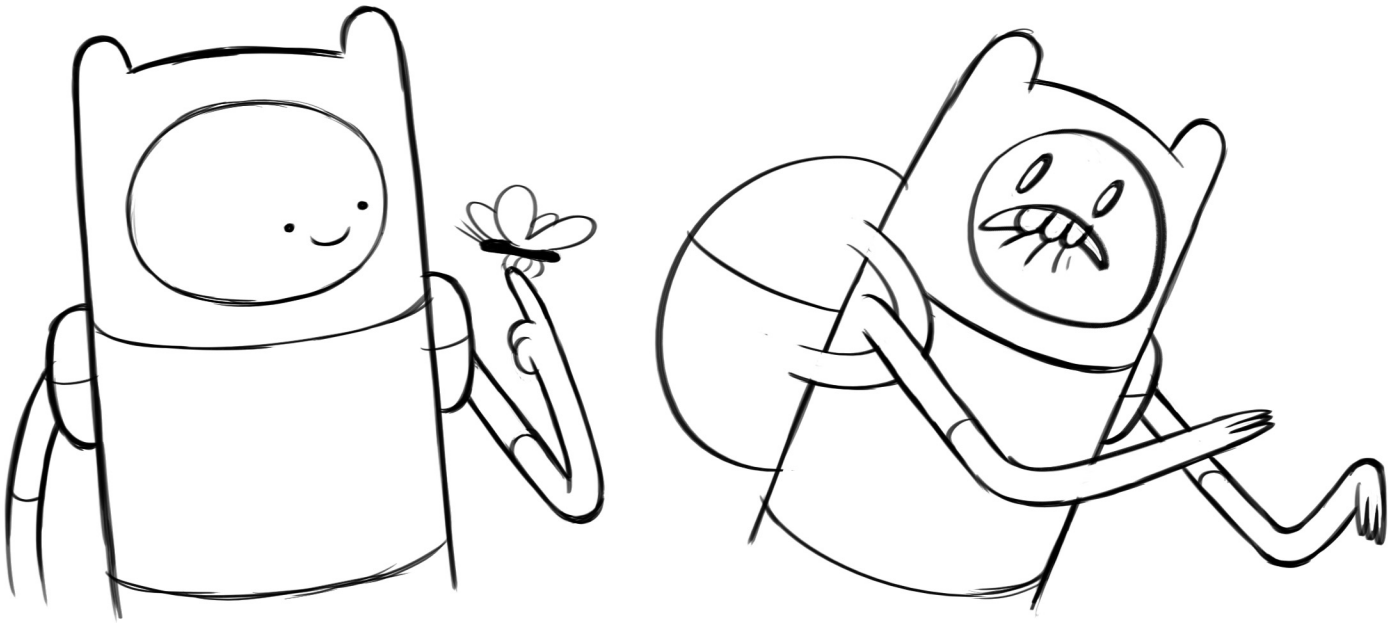




HERE ARE SOME MORE FINN POSE EXAMPLES.



USE THE SPACING AROUND FINN'S FACE TO HELP SHOW DIRECTION AND VOLUME.



FINN'S FACIAL FEATURES CAN ALSO BE DRAWN TO FAVOR A DIRECTION. THEY ARE NOT LOCKED DOWN TO HIS CENTER LINE.





Too Squished

THE PROPORTIONS OF FINN'S "FACE HOLE" CAN CHANGE FROM SCENE TO SCENE.

WE DON'T WANT IT TO GET TOO SQUASHED.

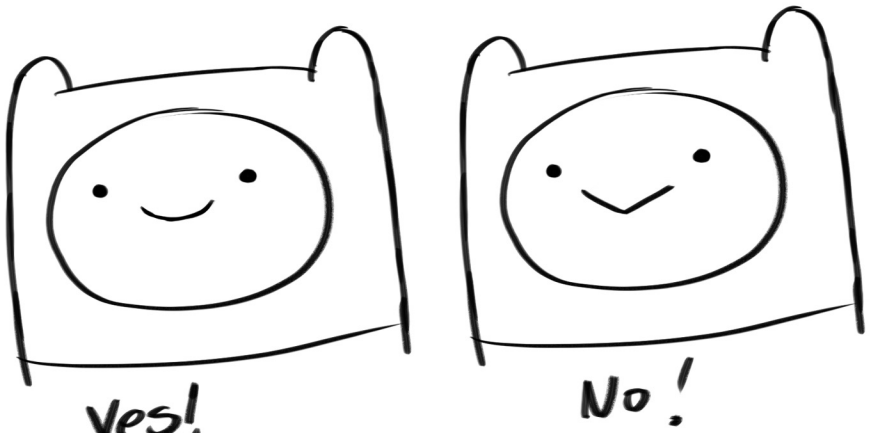
BUT PLEASE FEEL FREE TO PUSH THIS IDEA FOR SPECIAL POSES. ESPECIALLY IF IT'S USED TO SELL AN EMOTION.





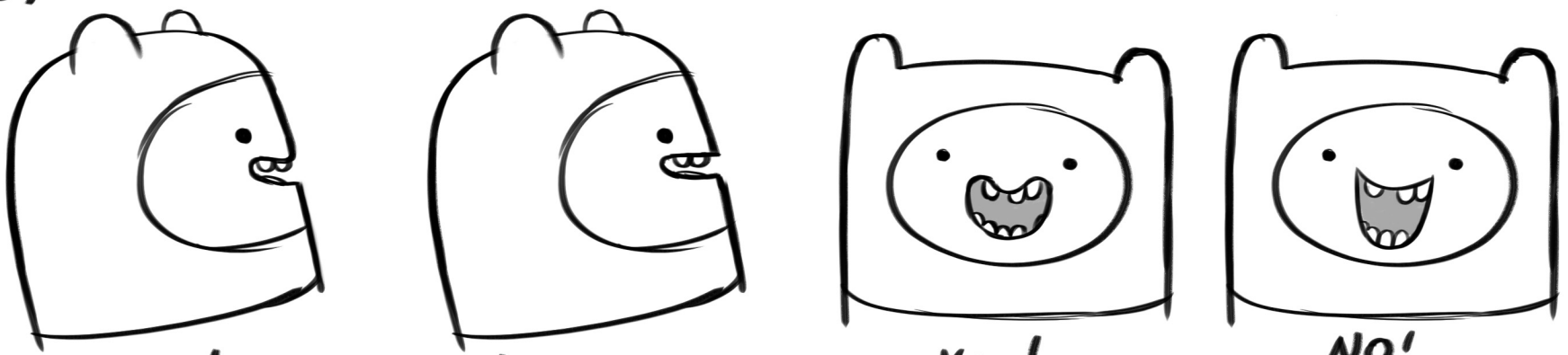


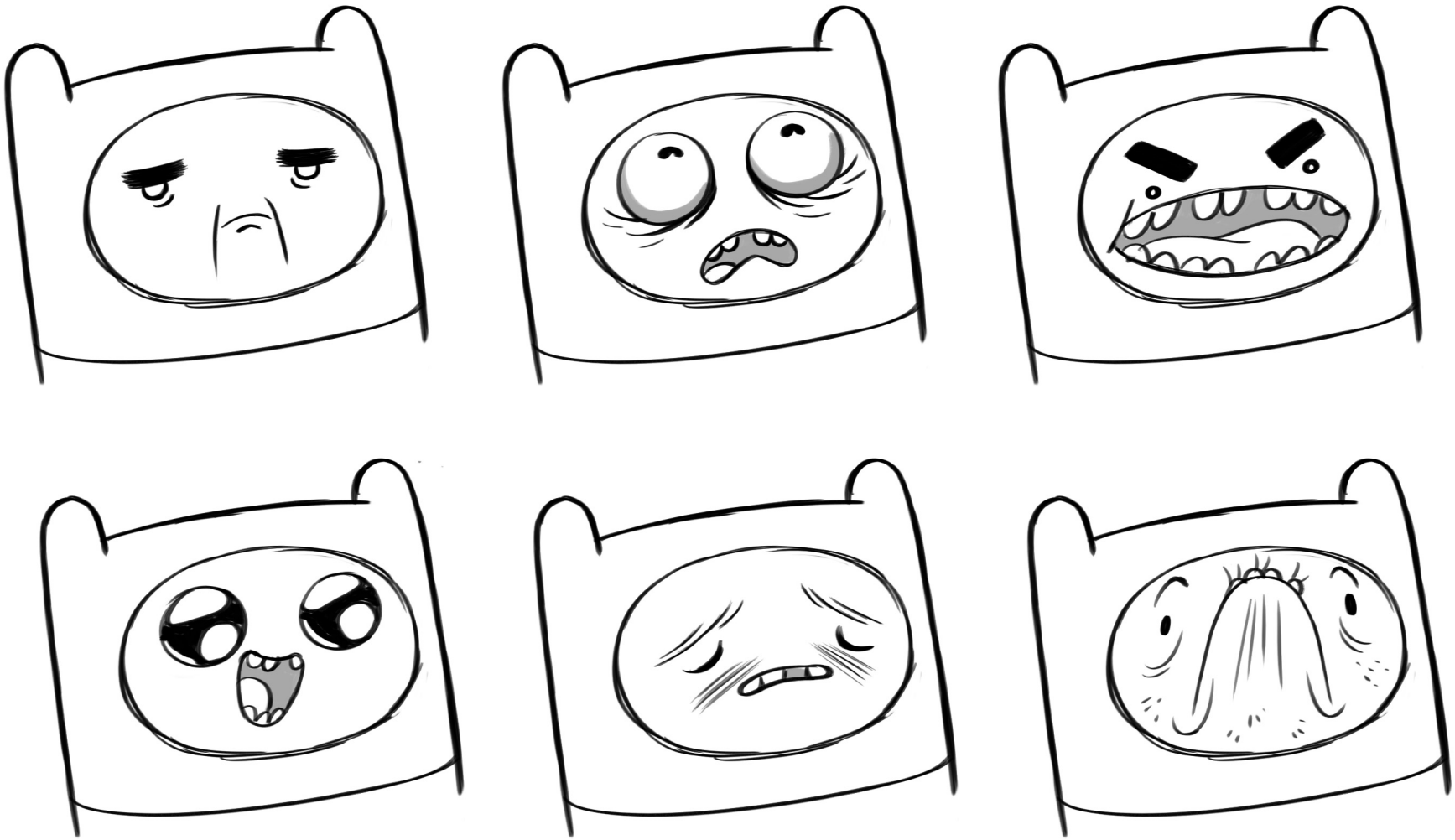
REMEMBER! FINN HAS BAD/MISSING TEETH.
HE'S NEVER BEEN TO THE DENTIST.



WATCH OUT FOR "BEAKY-NESS" WITH MOUTHS.

DON'T LET MOUTHS HAVE POINTS. THEY SHOULD HAVE SOFT CURVES.





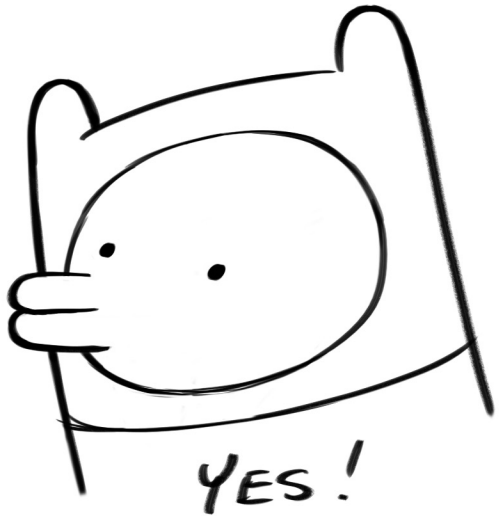
FEEL FREE TO PUSH FINN'S EXPRESSIONS.
ESPECIALLY IN CLOSE UP.
BE ADUENTUROUS!





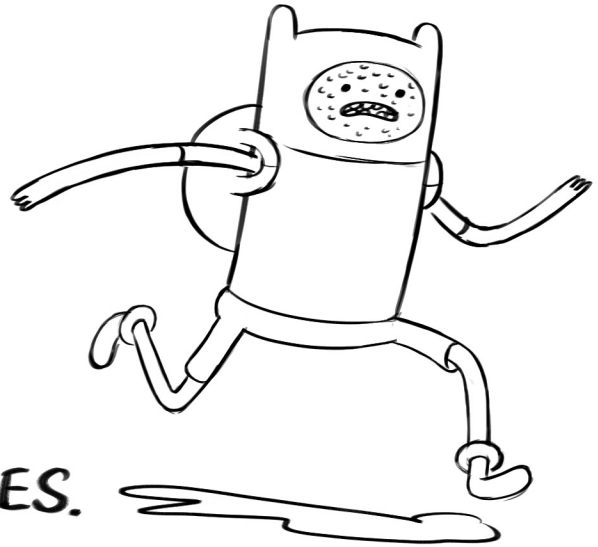
TRY NOT TO BREAK THE FRAMING OF FINN'S HOOD WITH HIS FACIAC FEATURES.

THERE WILL BE TIMES WHEN THERE IS NO OTHER OPTION BUT JUST TRY TO KEEP YOUR DRAWINGS FUNNY AND ATTRACTUE.





MOST OF THE TIME, LIMBS SHOULD BE SOLID. THINK "AL DENTE" NOODLES.





SOMETIMES THEY CAN BECOME "LIMP" NOODLES FOR FUN MOMENTS, OR IF THEY PLAY A PASSIVE ROLL.



